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Atari Online News, Etc.
A-ONE Online Magazine
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~ Old HDs Are Vulnerable ~ People Are Talking! ~ Litchi Final Version!
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->From the Editor's Keyboard "Saying it like it is!"
"""""""""""""""""""""""""""""

Well, summer activities have gone into high gear. The weather has been more summer-like, including the heat and humidity, as well as all of the typical pop-up thunderstorms! Around my neighborhood, we had our annual 4th of July block party. Now, I'm not a patriotic zealot, but this year's celebration was unusually patriotic. Because of the threat of a few passing thunderstorms, the tents and canopies were set up. People were milling around, enjoying a few cold drinks, fresh-popped popcorn, and whatever else. Some of us were tossing around some horseshoes, and listening to a variety of music blasting from one neighbor's stereo.

Shortly before both ends of the street were barricaded to block off the traffic, someone took the microphone announced that the party was about to begin. To make this year's party officially start, someone was going to sing The Star Spangled Banner. Okay, so I was expecting that whoever was manning the music was going to put on a tape of this patriotic tune. But about 15 minutes later, one of my neighbor's young daughters came over to the microphone, and belted out one helluva rendition! Sure, she made a few mistakes - it's a tough tune to sing - but she proudly sang. As if we were at a ball game, the crowd roared with cheers and applause as this young girl finished. It felt good. There were also a few patriotic announcements made, paying tribute to our troops overseas, as well as thanking the number of vets from the neighborhood that were in attendance.

When all of that was finished, the festivities continued throughout the night. This year's celebration ended fairly early, earlier than past years due to inclement weather. While we had a little rain for most of the night, it didn't dampen most of the partying. Even the fireworks survived.

Little by little, the crowd dispersed, and non-resident visitors went home. It was an enjoyable celebration again this year. It felt good to see (and hear) some patriotic things occur. Many of us take our patriotism and the reason for the 4th of July celebrations for granted. Being reminded once in awhile of why we celebrate this holiday is a terrific thing. I hope that you all (at least those of you who live in the U.S.) had an enjoyable holiday, regardless of how you chose to celebrate. For all of its faults, it's still great to be an American!

Until next time...

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## Litchi 1.0

Bonsoir :)

Now final version. Voilà !
Litchi is a new FTP client, running with tcp/ip stack STiK2, STinG or compatible.

Download on my homepage or directly in the folder:
http://ptonthat.club.fr/files/ <- litchi10_uk.zip (100 KB)

New features, since the beta3 release:
- bugfixes:
  - automatic opening of newly created local folder (final "\" was forgotten)
  - remaining space on correct disk (bad parameter in Dfree())
    Thanks Cooper/Paradize
  - alert #254 and exit, when listing a file more than 2 GB length
    The files more than 1 GB length are now skipped from downloading
    Thanks JL.CECCOLI
  - the Console did not open with the menu item
  - display problem of Console window is not topped
+ recursivity for local files and folders contents deletions
+ recursivity for files and folders contents uploads

My goal was to have the same functionalities of aFTP, so I could delete it on my hard disk. Development is finished. There may be some fixes and enhancements, if people want.

Hope you'll enjoy.

-- Pierre TON-THAT - Rajah Lone / Renaissance
http://ptonthat.club.fr

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## PEOPLE ARE TALKING

compiled by Joe Mirando
joe@atarinews.org

Hidi ho friends and neighbors. Well, it's going to be another short column. First and foremost, that's because there are only 50 new messages this week.

Second, I seem to be suffering from some sort of minor allergic reaction. Nothing serious or life-threatening, just annoying. Have you ever had a mild allergy to something, and end up with your skin crawling and feeling like you've got spiders all over you? Well that's the way I've felt for the past two days. And to make matters even more interesting, Benadryl seems to make it worse!

That raises an interesting question: What do I do if I’m allergic to Benadryl? [grin]

Well anyway, I’ve had a rather interesting week. The server that hosts the mailing list for A-ONE was mistakenly shut down by some corporate drone who failed to grasp even remedial English. By the time we got someone in charge to understand that we needed that puppy up and running for at least long enough to grab the most current versions of things, it was already quite late in the week. That may be why, if you subscribe to A-ONE, it came to you from a different email address this week. The server is due to be shut down again shortly, and it is currently unknown if we will have the new server fully configured and running in time for this issue.

Okay, now on to other stuff. Ever since I was a kid, I’ve been in the habit of grabbing an encyclopedia volume at random (my first encyclopedia was the "World Book" that my mother won by sending in 10 labels from Bosco or something like that) and opening it to any old place and just start reading.

Well, with the internet now, it’s even easier to do. I’ll be watching television and a commercial or show will mention something that’ll catch my attention. It’ll usually be something minor that no one else would ever think twice about.

Of course, I’ve usually got my trusty laptop sitting on the couch right next to me, so it’s easy enough to fire up a browser window and go to Google or Yahoo! or Wikipedia and type in whatever word happened to catch my attention.

This time, it was Scientology. Yep, the sci-fi religion that’s grabbed the likes of Tom Cruise, John Travolta, Kirsty Alley and Leah Remini. I don’t even remember what the reference was now, but for some reason I dove into Scientology info from several different sources. I’m not going to get into what I might think about any of the above-mentioned people or of Scientology itself... that’s not the point I want to make.

What I DO want to point out is that I’d already made my mind up about Scientology a long, long time ago, and I still took a few moments to look over the available info. I learned a few things that I had either not known before or had forgotten.

Now, at the mention of Scientology you may have rolled your eyes or perhaps stopped reading completely. If the latter is the case... well, I guess that if the latter was the case you wouldn’t be reading this now, and whatever I say is unimportant. But if you rolled your eyes, simply substitute something you hear in the next few minutes... something a spouse or child says, a nearby town mentioned by the weather forecaster on the news, a strange reference made on your favorite sitcom, or something you’ve "always wondered about".

More than anything else, this is a kind of mental exercise. But its not so much that you learn a huge amount this way (even though you do), but that it keeps your mind nimble and keeps you accustomed to the fact that there’s always something to learn.

It’s my considered opinion that, if you can do this on a regular basis, you’ll remain young forever!

Okay, let’s get to the news, hints, tips and info from the UseNet.

## From the comp.sys.atari.st NewsGroup

Gerhard Stoll posts this about an application called Fiffi:

"Fiffi make it possible to access an FTP server. FTP stands for
file transfer protocol and makes the transmission of files between
computers of all kinds of operating systems and system architectures
possible. On FTP servers are often the interesting software archives
on the Internet.

Furthermore, it is possible to upload files on your website.

This Fiffi version based on the source from Jorgen Koneczny.

You need the following programs for using Fiffi:
  - MagiC (Atari, Mac, PC) v4.5 or better and
  - IConnect v1.0 or better.

Changes between version 1.3 and 1.50b:
- NEW: When clicking on the path display, the popup is now aligned to
       the mouse cursor position.
- NEW: Keyboard control of the FTP window completed:
       <Return>:           Selected file/directory will be loaded/
                           opened.
       <Control>+<A>:      Selects all files/directories.
       <Control>+<Delete>: Deletes the selected file, and only these!
- FIX: While Dragging&Dropping of directories to the FTP window,
       there is no more halt of the system.

Download program and source:
<http://home.ewr-online.de/~gstoll/>

Thanks to Sascha Uhlig, who translated the doc."

Jean-Luc Ceccoli asks Gerhard:

"Just wondering... wouldn’t it be more sensible to use MagX-Net,
instead of iConnect, as MagiC! is required?

Why so many stacks for so many apps running on the same
environment? Why not allow the apps to behave accordingly to the stack
that is already present in the system? There is MiNT-Net ? so it
switches to the correct stack and uses it.

There is STinG? OK, let’s use its protocol. And so on for others.
That isn’t meant as a pure criticism, but just an attempt to
understand why so many wheels that need to be reinvented so
many times. That’s rather disappointing for me.

As of today, among the many internet apps that I use, I know
only 2 that don’t rely on a specific stack (unless I’m wrong,
of course!) : MyMail and CAT. For all others, I need GlueSTiK, that
slows the system down and sometimes causes crashes."

Gerhard replies:

"Fiffi is from 1997. At the moment I'm happy to get source. Maybe I make it that is possible that it can use MagiCNet or MiNT-Net. The next problem is that it run only with MagiC, because it use the threads from MagiC. I saw that there are some change so it can work with N.AES, but I never test it.

I must support four stacks: IConnect, Sting/StiK, MagiCNet/MiNT-Net and Draconis."

Derryck Croker asks Gerhard:

"If I remember correctly, all of those stacks except one have a gateway that allows their use with MagiCNet. The exception is the IConnect gateway, which was never publicly released (that I know of). If someone could rescue that from Vassilis and, with his permission, release it into the wild?

By the way, as a matter of interest, are you using the DDP Translations resource file from fiffi 1.30 as a basis for 1.50b?"

Carey Cristenson tells Derryck:

"I use an Iconnect gateway with my MagicNET setup.  If anyone is interested and wants to have this setup on there computer let me know. I will review what it took to get it going and send the appropriate files and explanation on where all the files are to be placed.  As far as the sources are concerned.  I don't have those but I have contacted the author just this week to see if he would be willing to hand over all sources including Iconnect, Draconis and MagicNET so continuing support can be achieved."

Derryck replies:

"Someone with the initials MB at the Cheshunt Computer Club should be pricking his ears up at this time!

I had a very similar setup to yours, Carey, and it worked very well. Blessed if I could recall what one had to do to get it working though.

Some years back, someone posted a very comprehensive guide on setting all this up, including support for multiple news servers if I remember correctly.

I guessed that there must have been some unsurmountable problems (with the IConnect gateway)."

'Phantomm' asks about GhostScript:

"If I recall, GhostScript could read some .PDF files on the Atari ST-Falcon. I may have the name wrong. Is it still available?

Also, has it ever been updated in the last few years? And is there any other Atari ST-Falcon program that will read/create .PDF files?"

Fidel-Sebastan Hunriches-Lara tells Phantomm:

"<http://the.zorro.free.fr/zview.html> is your friend! "

Phantomm replies:

"Thanks for the info, Looks Cool!!

I should have everything needed to run it here.

Will it work with just Plain TOS 4.04 with a FPU or does one need to run Mint and or Magic?

I still like using Geneva, have nothing against Mint / Magic.
However, I don't like to use a lot of Stacks just to work a program, if ya know what I mean."

Fidel-Sebastian tells Phantomm that he...

"Don't know! I don't have any original hardware anymore - I mostly use MM on a Quadra840 or a G3-MT (with PowerFPU) and there it simply works! I've also M_PC but Zview don't run on vulgar MC68000..."

Hallvard Tangeraas asks about ST-Labs:

"Anyone heard from ST-Labs (http://stlabs.free.fr/) lately?
They have some very interesting hardware projects in the works, but none of my emails have been replied to. Are they still in business?"

Rob Mahlert of Atari-Users.Net tells Hallvard:

"It took him a while to reply to my first e-mail(months I think).
The last response I got was He will have the price and availability of TTRAMIDE in June. The e-mail was on May 7th and I've heard nothing since."

Well folks, that's it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

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->In This Week's Gaming Section - Nintendo Wii Outsells Sony PS3!
"""""""""""""""""""""""""""""""" No Plan for PS3 Price Cuts!
Missile Command HitsXbox 360!
And much more!

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->A-ONE's Game Console Industry News - The Latest Gaming News!
"""""""""""""""""""""""""""""""""""""""

## Nintendo Wii Outsells Sony PS3

Nintendo's Wii video game console outsold Sony's PlayStation 3 six to one in June in Japan, a Japanese publishing company said Monday.

Although the Wii has been on sale since late last year, they're selling so briskly supply still hasn't caught up with demand and long lines form when shipments arrive at stores.

The latest numbers suggest that Nintendo's lead is widening. Wii outsold PS3 just four to one in April and five to one in May, according to Enterbrain.

Enterbrain Inc., the publisher, found that Wii also outsold Microsoft Corp.'s Xbox 360 in Japan in June.

Nintendo, the maker of "Pokemon" and "Super Mario" games, sold 270,974 Wii consoles in Japan in June, while Sony sold 41,628 PS3 machines, and Microsoft sold 17,616 Xbox 360 consoles, it said. Overseas sales were not available.

The Wii, with its motion-sensitive remote control wand - called a "Wiimote" - that can be used as a sword, tennis racket or fishing rod depending on the game, has helped make the game a surprise hit around the world, widening the appeal of games to far beyond the usual niche target of young males.

"The Nintendo's game console is catching on not only among children but also adults and singles," said Enterbrain spokeswoman Yuko Magaribuchi.

The availability of more game software for the Wii was another factor adding to its popularity, she said.

Nintendo has said it sold 5.84 million Wii machines worldwide in the five months since its release in November, 2.37 million in the Americas, and 2.0 million in Japan. The Kyoto-based company said it expected to sell 14 million more Wii machines in the fiscal year ending in March 2008.

Sony has shipped 5.5 million PS3 machines in the fiscal year through March.

Nintendo has also marked robust sales with its Nintendo DS portable machine, while Sony has struggled with its offering, the PlayStation Portable.

## Sony: No Plans for PlayStation 3 Price Cuts

A "Study Break" promotional sales flyer, reportedly leaked to a Web site, is clever and to the point. The "Study" side shows an HP computer and its sale price, and the "Break" side shows a Sony PlayStation 3 (PS3), with $100 off. Sony is denying that the flyer is accurate, even as the rumor is running rampant around the Internet.

The flyer, reported on DVD Talk's forums, has a Circuit City logo and, according to the report, is intended for that retailer beginning the week of July 15. The PS3's lower price would become available just after the close of the big E3 2007 consumer electronics trade show.

Whether the price would be applied to other retailers was not clear. GameDaily BIZ quoted an anonymous merchandising manager as confirming that the new price will take effect on July 12, just before the ads begin on July 15.

Sony President Ryoji Chubachi told Reuters that "at present" there are no plans for such a price cut. "We have no immediate plans," he said, adding that pricing on the PlayStation 3 is a matter for the company's game subsidiary, Sony Computer Entertainment, to decide.

Among next-generation consoles, the PS3 is stuck in third place, behind Nintendo's innovative Wii in first place and Microsoft's Xbox 360 in second. But the Xbox might have just handed an opening to a reduced-priced PS3, as Microsoft acknowledged on Thursday that the Xbox 360 has a high failure rate because of hardware problems.

Additionally, a new Blu-ray promotion promising five free Blu-ray movies with any new player also is expected to help the PlayStation 3, which is eligible for the free movie offer. The promotion began July 1 in the U.S.

Whether the Blu-ray promotion and a possible PS3 price cut represent an "act of desperation" is being debated on forums around the Internet, including DVD Talk.

Sony is "running in third behind the Wii and 360," a commenter called DirkBelig wrote. With game titles being released that were formerly only for the PS3, he noted, Sony knows that "if they don't slash prices and give away the store now (at a monumental per-unit loss), they'll be iced out" for the "rest of the generation."

Gartner analyst Van Baker said that he wouldn't be surprised by such a price cut to counteract slow sales. "Clearly," he noted, "Sony is going to have to strengthen PS3 in the market, and a major cut is reasonably likely."

In May, Sony announced that its video game business would lose about $413 million for the fiscal year, and that it won't recover until there are more PlayStation 3 games.

At the end of April, Sony Computer Entertainment Chairman and CEO Ken Kutaragi, who spearheaded the game console's development, announced his retirement. His announcement was not unexpected by industry observers, given that the PS3 had been delayed multiple times in launching and criticized for its high price.

## Missile Command Fires Onto XBLA

Atari’s arcade classic has all systems go for Xbox 360 launch this Wednesday.

When Atari announced it would be bringing six of its classics to Xbox Live, it didn’t take a rocket scientist to predict which Wednesday the publisher would choose to light up the skies with ballistic missile explosions. Today the publisher sends word that its arcade classic Missile Command will launch onto Xbox Live Arcade this Wednesday, July 4, at 2 a.m. Pacific.

Like its arcade original, Missile Command forces players to man three antimissile batteries to defend six cities from a barrage of incoming ICBMs. Players will be able to team up to repel the invasion locally or over Xbox Live. And as with many other XBLA games, Missile Command will feature updated visuals, music, and sound effects, as well 200 achievement points.

Missile Command is rated E for Everyone and will sell for 400 Microsoft points ($5).

## Video Games Rob Reading, Homework Time

Boys who play video games on school days spend 30 percent less time reading and girls spend 34 percent less time doing homework than those who do not play such games, U.S. researchers said on Monday.

But they said video games do not appear to interfere significantly with time spent with family and friends.

"Gamers did spend less time reading and doing homework. But they didn’t spend less time interacting with their parents or their friends, nor did they spend less time in sports or active leisure activities," said Hope Cummings of the University of Michigan, whose study appears in the Archives of Pediatrics and Adolescent Medicine.

The study comes as U.S. doctors voice growing concern about the long-term effects of video games.

Prior studies have linked prolonged video game play with attention difficulties and poor academic performance. And some doctors have suggested the games interfere with social development and might be addictive.

Cummings and Elizabeth Vandewater at the University of Texas at Austin wanted to see how these games affect academic pursuits and social relationships.

They gathered data from a nationally representative sample of kids aged 10 to 19 in 2002 who tracked their activities on a random weekday and a random weekend day.

Of the 1,491 who participated, 534 adolescents or about 36 percent played video games. About 80 percent were boys.

They found boys spent an average of 58 minutes playing on weekdays and one

hour and 37 minutes playing on a weekend day. Of those sampled, girls spent 44 minutes playing on a weekday and an hour and four minutes on a weekend day.

Cummings and colleagues found video game use resulted in less time spent reading and doing homework, and these trade-offs fell along gender lines.

"The reading was just for the boys. For the homework, it was just the girls," she said in a telephone interview.

Gaming did not seem to affect time spent doing homework among boys or reading among girls, the study found.

Also, gamers did not spend less time with friends and parents.

"These findings do not support the notion that adolescents who play video games are socially isolated," the authors wrote.

They also said the findings indicate that video game play can be a distraction from school-related activities, but that may not hurt grades.

"Although gamers spend less time reading and doing homework, there have been some studies that show that high academic achievers spend less time doing homework," Cummings said.

"Gamers may actually be more effective in completing homework assignments, and as a result, they spend less time doing homework. We need to look deeper into what is going on," she said.

## Microsoft Extends Xbox 360 Warranty

Microsoft on Thursday extended the warranty on its Xbox 360 video game console and said it will take a charge of more than $1 billion to pay for "anticipated costs."

Under the new warranty, Microsoft will pay for shipping and repairs for three years, worldwide, for consoles afflicted with what gamers call "the red ring of death." Previously, the warranty expired after a year for U.S. customers and two years for Europeans.

Microsoft said it should take two to four weeks to repair damaged consoles.

The charge will be $1.05 billion to $1.15 billion for the quarter ended June 30. Microsoft reports its fourth-quarter results July 19.

The announcements come amid customer complaints and speculation among bloggers that Microsoft was running out of "coffins," special return-shipping boxes Microsoft provides to gamers with dead consoles.

Microsoft acknowledged "an unacceptable number of repairs." It said it had investigated the sources of hardware failures indicated by three red flashing lights. The software giant has made manufacturing and production changes to reduce the hardware failures, says Robbie Bach, president of the entertainment and devices division.

"There isn’t one certain problem; it’s a combination of a number of

different factors," Bach said in an interview.

Bach declined to say what Microsoft fixed, nor would he say how many gamers sent in machines for repair. The percentage is "a meaningful number, and it has our attention," he said.

Microsoft shipped 11.6 million Xboxes through June, compared with a target of about 12 million, CFO Chris Liddell said in a conference call Thursday.

"The majority of Xbox 360 owners are having a great experience with their console and have from Day One," Bach added.

Analysts said the scope of the problem, plus nagging concerns about the reliability of the Xbox 360 - introduced to much fanfare in November 2005 - forced Microsoft to take drastic actions.

"Microsoft is finally acknowledging that there's a serious problem and doing what it has to do to keep existing customers happy and buying games," says Matt Rosoff, an analyst at Directions on Microsoft.

But the charge and change in warranty could hinder sales as Microsoft dukes it out with Sony and Nintendo in the $12.5 billion console market, he says.

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A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

## London Court Jails 'Cyber-Jihadis' for Online Terror

Three "cyber-jihadis" who used the Internet to urge Muslims to wage holy war on non-believers were jailed for between six-and-a-half and 10 years Thursday in the first case of its kind in Britain.

Tariq Al-Daour, Younes Tsouli and Waseem Mughal had close links with Al-Qaeda in Iraq and thought there was a "global conspiracy" to wipe out Islam, the Woolwich Crown Court in south-east London was told.

Moroccan-born Tsouli, 23, was jailed for 10 years; UAE-born Al-Daour, 21, received a six-and-a-half year sentence; and 24-year-old Mughal, who was born in Britain, was given seven-and-a-half years.

Sentencing them, Judge Charles Openshaw said the men had engaged in "cyber jihad", encouraging others to kill "kuffars" or non-believers.

"It would seem that Internet websites have become an effective means of communicating such ideas," he said, although he added that none of the men had come close to carrying out acts of violence themselves.

Referring to Tsouli, whom he recommended for deportation to Morocco after serving his sentence, he said: "He came no closer to a bomb or a firearm

than a computer keyboard."

Al-Daour, from west London, on Wednesday admitted "inciting another person to commit an act of terrorism wholly or partly outside the United Kingdom which would, if committed in England and Wales, constitute murder."

Tsouli, also from west London, and Mughal, from Kent, southeast England, admitted the same charge on Monday.

The guilty pleas came part way through a trial which had run for two months.

Al-Daour, Tsouli and Mughal also pleaded guilty to a 1.8-million-pound (2.7-million-euro, 3.6-million-dollar) conspiracy to defraud banks, credit card and charge card companies.

The trial was told the computer experts spent at least 12 months trying to encourage people to follow the extreme ideology of Al-Qaeda chief Osama bin Laden, using email and radical websites.

Films of hostages and beheadings were found among their possessions, including footage of British contractor Ken Bigley, who was killed in Iraq in 2004; and US journalist Daniel Pearl, killed in Pakistan in 2002.

Compact discs containing instructions for making explosives and poisons were also found, with other documents giving advice on how to use a rocket-propelled grenade and how to make booby traps and a suicide vest.

Police who trawled through a mass of data and websites also discovered online conversations in which Al-Dour talked of sponsoring terrorist attacks, becoming "the new Osama," and justifying suicide bombings.

After the sentencing, the head of Scotland Yard’s counter-terrorism unit, Peter Clarke, said in a statement: "These three men, by their own admission, were encouraging others to become terrorists and murder innocent people.

"This is the first successful prosecution for inciting murder using the Internet, showing yet again that terrorist networks are spanning the globe.... "Their terrorist tradecraft was sophisticated, but nevertheless defeated by this investigation."

## Hackers Target Corporate Execs and Their Families

Hackers appear to have stepped up their efforts to trick corporate executives into downloading malicious software programs that can steal company data over the past year, according to new data released Monday.

MessageLabs Ltd., a security vendor that offers e-mail filtering services to catch spam and malicious attachments, caught an average of 10 e-mails per day in May targeted at people in senior management positions, up from just one a day a year prior, said Mark Sunner, chief security analyst.

Those 10 e-mails are a very small percentage of the 200 million e-mails that MessageLabs scans every day, but the composition of those messages is what’s alarming, Sunner said.

Many of the e-mails contained the name and title of the executive in the subject line, as well as a malicious Microsoft Word document containing executable code. The hackers are trying to trick the victim into thinking the messages comes from someone they know, in the hope that the victim will willingly install, for example, a program that can record keystrokes.

MessageLabs won't reveal what companies have been targeted of late, but it has contacted executives who have been targeted and heard their family members have also received messages on their own, non-corporate e-mail accounts, Sunner said.

Those methods suggests that hackers may be researching victims and culling data from social networking sites such as Linked In, MySpace or Facebook, Sunner said.

"If you really want to work out somebody's background... you can actually find out a lot," Sunner said.

Tricking a relative into installing malicious code would offer the hacker another way to collect sensitive data, if an executive decides to do some work on a home computer, Sunner said.

During June, MessageLabs picked up more than 500 of these targeted messages, with some 30 percent aimed at chief investment officers - a position that can include handling acquisitions and mergers. Other positions targeted include directors of research and development, company presidents, CEOs, CIOs and CFOs.

Another danger is that the targeted messages are often just single messages sent to a single person, rather than a mass spam run. When hackers send out millions of messages, security companies often either update their software or change their spam filters to trap the bad messages.

But single messages have a higher chance of slipping through, although Sunner said MessageLabs' filtering service catches the messages by analyzing the e-mail's attachment and determining whether it is potentially harmful. Other security companies catch malware by updating their software with indicators, or signatures, to detect harmful code or block code from running based on what it does on a computer, a technology called behavioral detection.

Tracing where the messages come from is difficult, since the sender's name is always fake, Sunner said. The IP address from which the messages were sent indicate computers that are located around the world. Hackers often use networks of computers they already control, called botnets, to send e-mails.

"Certainly, people need to raise the level of vigilance," Sunner said.

## Talking Trojan Says 'Bye Bye' To Victims' Data

A newly identified malicious program not only messes up its victims' computers, it taunts them too.

The program, called the BotVoice.A Trojan was first spotted by security

vendor Panda Software last week. It is a Trojan horse program, which the victim must download first. But once installed, it gets nasty.

The Trojan soon sets to work trying to delete everything from the victim's hard drive, while at the same time endlessly repeating an audible message, apparently designed to taunt the victim.

"You have been infected; I repeat, you have been infected and your system files have been deleted. Sorry. Have a nice day and bye bye," the Trojan says.

It does this by using a text-reading program that is part of the Windows operating system, Panda said. Users of Windows 2003, XP, 2000, NT, ME, 98, and 95 are all at risk.

Unlike a virus, BotVoice.A does not jump from computer to computer on its own, but spreads via p-to-p (peer-to-peer) networks or storage devices such as CD-ROMs or USB memory drives.

The Trojan is unusual because unlike most malware written these days, it appears to be designed to perform mindless vandalism, said Roger Thompson, chief technology officer with Exploit Prevention Labs. "I haven't seen brainless vandalism like that for years," he said via instant message. "The good news is that such a Trojan will never be widespread, because everything is profit-oriented now, and there's not a lot of money in taunting someone."

## Sensitive Data Left on Old Hard Drives

Lenovo has launched software to comprehensively delete data on PC hard drives, after surveys revealed a widespread failure to remove sensitive data from hard drives on PCs slated for disposal.

With the now-in-force WEEE directive, PC disposal and recycling will be more organized. A Lenovo-sponsored survey suggests that up to 30 percent of discarded PCs may contain sensitive data. An earlier BT-sponsored report reached much the same conclusion.

Reports of sensitive data being left on old PCs are set to persist as companies continue to expose themselves to the potential risks of data getting into the wrong hands. Many companies erroneously think that formatting a hard disk removes and destroys its data. In fact this data, which can be highly confidential, can still be retrieved from these drives. Systematically writing meaningless bit patterns to every disk block is a more effective way to actually remove such data.

Lenovo supplies a software product to do this. Called Secure Data Disposal, by using it customers can be confident that all data will be removed from a hard drive before it is redeployed or disposed. Lenovo is encouraging all its customers to use the tool to minimize their exposure to exposure of sensitive data.

Secure Data Disposal is available for download free on all Lenovo notebooks and desktop PCs and can easily be installed by users or network managers.

Chris Wells, Lenovo's VP for U.K. and Ireland, said: "It is essential for

organizations to consider secure data disposal when refreshing end-of-life computers in order to avoid becoming susceptible to potentially immeasurable business risk."

## New Version of the GPL Is Finalized

While many consumers are standing in line to get their hands on a $500 iPhone, Apple's new toy is not the only major release in the technology world today. Indeed, Friday also marks the release of version 3 of the GNU General Public License (GPL).

The GNU GPL is the most widely used free software license worldwide: Almost three quarters of all free software packages are distributed under this license. Version 3 of the GPL brings to a close 18 months of public outreach and comment, but it might not answer all of the open-source community's concerns over Microsoft's patent deals with Novell and others. And it opens questions about the iPhone's software.

The primary author of the GPL is Richard Stallman, president and founder of the Free Software Foundation (FSF) and creator of the GNU Project. With his first revision of the license in 16 years, version 3 of the GPL fights what Stallman sees as the most recent attempts to take the freedom out of free software.

Specifically, version 3 attacks what Stallman called "tivoization," which he said could be a problem for Apple and the iPhone.

"Tivoization" is a term coined by the FSF to describe devices that are built with free software, but that use technical measures to prevent the user from making modifications to the software. GPLv3 promises to put a stop to the practice.

The FSF is posing questions about the iPhone, chiefly whether it contains software governed by the GPL. Peter Brown, executive director of the FSF, said Steve Jobs and Apple released a product crippled with proprietary software and digital restrictions - crippled, he argued, because a device that isn't under the control of its owner works against the interests of its owner.

"We know that Apple has built its operating system, OS X, and its Web browser, Safari, using GPL-covered work," Brown said in a statement. "It will be interesting to see to what extent the iPhone uses GPLed software."

Tivoization aside, the bottom line is that version 3 of the GPL is going to cause a period of confusion for many developers, according to Dana Gardner, principal analyst at Interabor Solutions and former Linux analyst at Yankee Group.

"I suppose this may increase the complexity and cost of dealing with open source because here's yet another license," he explained. "Developers will now have to determine if, by default, they are under this license and understand what its implications are."

GPLv3 could add considerably more hours to a lawyer's billing cycles, Gardner added, but there are some upsides. The compatibility with the Apache Foundation license is a benefit that will simplify issues

surrounding Apache and GPL licensing. That is a long-term plus, Gardner said.

The issue that remains is the Microsoft-Novell alliance in light of the new GPL, which covers such partnerships with commercial software vendors. If the Microsoft-Novell deal is impacted by the new license, Gardner said, it could remove some of the impetus for Microsoft to engage in its Linux alliance deals and free up open-source users from any concern about litigation.

## A Reprieve for Internet Radio?

As the July 15 deadline for increased fees for Internet radio stations looms ever closer, groups on both sides continue negotiating. But if last week's press-release exchange is any indication, there's still a lot of ground to be covered.

SoundExchange, the organization that collects royalties for copyright owners in the music business, last week extended a compromise offer aimed at allaying the fears that sites like Pandora and Live 365, which offer multiple streams, would be forced out of business when the new fees go into effect later this month.

According to regulations set by the Copyright Board, these sites, and others like Rhapsody and Radio@AOL, would have to pay a fee of $500 per station or channel per year, regardless of the number of stations. Live365 has thousands of stations; Rhapsody claims to have offered 400,000 in the last year alone. The combined fees would have leveled prohibitive costs against the stations, forcing them out of business.

SoundExchange's proffered solution is to offer a price cap. According to the press release issued last Friday, June 29, the organization "proposed capping such advance payments at $2,500 per service."

While the proposed cap would limit the fees Internet radio stations would have to pay, SoundExchange's offer doesn't apply for the full term of the Copyright Board's (CRB) ruling about fees, which expires in 2010. Instead, under SoundExchange's terms, the cap would expire in 2008. While several reports speculated that the cap wouldn't last more than six months, SoundExchange spokesperson Richard Ades claims it would have a longer shelf life.

Ades said SoundExchange management hadn't named a specific month in which the deal would expire. "But I would guess it's through 2008, through the end of 2008," he said.

Still, Jonathan Potter, executive director of the Digital Media Association (DiMA), a trade organization devoted the online audio and video industry, quickly replied in a press release from his organization, calling SoundExchange's proposed temporary cap "simply a stay of execution for Internet radio."

"DiMA would agree to a $2,500 per-service cap for the entire term of the CRB ruling (through 2010)," said Potter via the DiMA press release, "but not the partial-offer presented to us in writing, which would terminate in 2008."

Phone calls to DiMA's office for further comment were not returned.

DiMA has previously requested that negotiations be kept private. DiMA's Ades, however, claims attorneys for the webcasters never brought the issue about multiple channels up before the Copyright Board before the decision on fees was made.

"As a matter of fact, they didn't bring it up for a while after the original decision," said Ades. "When they did bring it up, we looked at it, we took a long, hard look at it, and then we came up with this proposal."

Clearly, the people at DiMA would like SoundExchange to look a little longer. According to the association, "DiMA, like thousands of artists and millions of consumers, wants a solution that promotes long-term industry growth. A billion-dollar 'minimum fee' is equally absurd in 2006, 2007, 2008, 2009 or 2010. It should be eliminated - period."

The two organizations obviously have a lot of ground to cover if they hope to meet in the middle by July 15. But SoundExchange's Richard Ades thinks there's still some chance an agreement will be made. "It's hard to say," said Ades. "We're hopeful."

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